

LEGO Rock Raiders Manual

Game Overview

Story and game synopsis

Getting Started

Installation

System Requirements

Setup and installation (Windows 95)

Setup and installation (Windows 98)

Launching LEGO Rock Raiders

THE MAIN MENU OPTIONS

MAIN MENU Options

When you start your Rock Raiders game, the first screen you will see is the MAIN MENU screen. This screen has four available options for you to choose, START GAME, LOAD GAME, TRAINING MISSIONS and QUIT.

[INSERT IMAGE OF MENU INTERFACE]

NOTE: Each option will become hi-lighted in yellow when your mouse pointer is correctly positioned over an option on the MAIN MENU screen.

TIP: If you spend a little time looking at the MAIN MENU screen, you may notice a few of the underground inhabitants in the background!

START GAME

Click on this option to begin a Rock Raiders game.

NOTE: To learn more about starting a new Rock Raiders game, look at SELECTING A MISSION on page, "x."

LOAD GAME

Click on this option to continue playing LEGO Rock Raiders from where you last played the game.

NOTE: To learn more about loading LEGO Rock Raiders games, look at LOADING A SAVED GAME on page, "x."

TRAINING MISSION

Click on this option to learn more about playing the Rock Raiders game.

NOTE: To learn more about the Rock Raiders Training missions, look at PLAYING TRAINING MISSIONS on page, "x."

QUIT GAME

Click on this option to exit the Rock Raiders game.

NOTE: To learn more about quitting from the Rock Raiders game, look at QUITTING ROCK RAIDERS on page, “x.”

SELECTING A MISSION

On this screen you are able to select which Rock Raiders mission you would like to play. There are lots of different missions to choose and the missions become progressively more challenging the deeper into the planet you go. That means you must play some of the earlier missions before you can progress to the really deep **CAVES** and **CAVERNS!** You will notice that a cavern in the rock **STRATA** represents each different mission. If you position your mouse pointer over a cavern the name of the mission will be displayed at the bottom of the screen. There is also a BACK option. Click on BACK to return to the MAIN MENU.

NOTE: Only missions that are available to play will display their name. If it is the first time that you have played Rock Raiders, only the first mission will be available to play. You will also notice that at certain levels of the rock strata there is more than one mission available to play. This means that if a particular mission is too difficult you can try to progress to the deeper caverns by following a different path.

[INSERT IMAGE OF START GAME SCREEN]

LOADING A SAVED GAME

On this screen you will be able to load any previously saved Rock Raiders game. Hi-light the game that you would like to load with the mouse pointer and click. Up to x number of games can be saved.

NOTE: To learn more about saving your progress through the Rock Raiders game, look at SAVING YOUR GAME on page, “x.”

NOTE: You cannot save your progress at any time during a mission. You can only save your progress when you have completed a mission and you are in the MAIN MENU.

[INSERT IMAGE OF LOAD GAME]

PLAYING TRAINING MISSIONS

On this screen you will be able to load a Rock Raiders Training Mission. These tough missions will teach you the basics of becoming a Rock Raider! You will notice that a cavern in the rock **STRATA** represents each of the different TRAINING MISSIONS. If you position your mouse pointer over a cavern, the name and a description of the mission will be displayed at the bottom of the

screen. There is also a BACK option. Click on BACK to return to the MAIN MENU.

NOTE: As you progress through the Rock Raiders game new training missions will become available to play.

[INSERT IMAGE OF TRAINING MISSION SCREEN]

QUITTING ROCK RAIDERS

On this screen you will be able to quit from LEGO Rock Raiders. If you want to leave the game move the mouse pointer over “YES,” (you will see it hi-lighted in yellow) and click. If you have changed your mind and you don’t want to leave the game move the mouse pointer over “NO” and click and you will be returned to the MAIN MENU.

[INSERT IMAGE OF QUIT SCREEN]

LEGO ROCK RAIDERS CONTROLS

The game controls are the buttons that you press that tell your Rock Raiders Team what to do! The controls are positioned all around the outside of the screen. This collection of control buttons is called an INTERFACE. To make it simpler to understand we will describe the interface in small sections. These sections are MOVEMENT AND CAMERA CONTROLS, MOUSE POINTER ICONS.

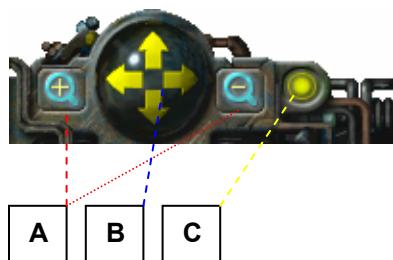
MOVEMENT AND CAMERA CONTROLS

First of all we will tell you about the mouse pointer. This is not a normal looking mouse pointer and at certain times of the game it will show you important information. This is what it looks like when you first begin.



You will use the mouse to move around in LEGO Rock Raiders. Try moving the pointer to any edge of the screen. As the pointer gets close to an edge of the screen it will begin to SCROLL, this means that you are changing your view of the world by moving the pointer left, right, up or down. It’s as if you have a camera and you can only look at a small part of the world through the lens. You will notice that the longer you hold the mouse against the edge of the screen, the faster the screen will scroll.

There are some other controls that help you to navigate in LEGO Rock Raiders. They are positioned at the bottom of the screen and they look like this.



These are your camera controls.

- (A) Press these buttons to zoom your view in or out. Click on the “+” button to zoom in, or click on the “-“ to zoom out.
- (B) This button controls the direction that you look in. Click on the arrows pointing up and down to raise or lower your view. Click on the arrows pointing left and right to rotate your view left or right. NOTE: You can hold down your mouse button and drag the mouse in any direction while you are clicking on this button.
- (C) This button will really help if you become lost! Click this button to return the view to your base.

MOUSE POINTER ICONS – ROCK TYPES

The mouse pointer provides you with vital information about the type of land, and the tasks that your Rock Raiders are carrying out. If you position the mouse pointer over the rock it will change to show you information about the rock type. There are five rock types that you will encounter in Rock Raiders. Loose Rock, Soft Rock, Medium Rock, Hard Rock and Solid Rock.



- (A) LOOSE ROCK. This icon shows you that the rock is loose and can be quickly drilled by a Rock Raider. NOTE: To learn more about drilling look at x, on page x.
- (B) SOFT ROCK. This icon shows you that the rock is soft and can be drilled by a Rock Raider. NOTE: To learn more about drilling look at x, on page x.
- (C) MEDIUM ROCK. This icon shows you that the rock is medium and can be drilled by a Rock Raider, but it will take longer than drilling in soft rock. NOTE: To learn more about drilling look at x, on page x.

(D) HARD ROCK. This icon shows you that the rock is hard and cannot be drilled by a Rock Raider. NOTE: To learn more about how to mine hard rock look at x, on page x.

(E) SOLID ROCK. This icon shows you that the rock is solid. NOTE: Nothing can mine through solid rock.

TIP: If you position your mouse pointer over the various objects in the underground caves and caverns a message will tell you what the object is.

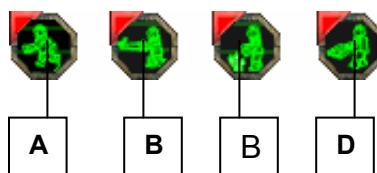
(F) This icon will briefly appear when you click on the rock or ground and it tells you that an area can be mined or built upon. NOTE: To learn more about how to place buildings look at x on page x.

(G) This icon will briefly appear when you click on the rock or ground and it tells you that you cannot mine or built in that area. NOTE: To learn more about how to place buildings look at x on page x.

MOUSE POINTER ICONS – ROCK RAIDER TASKS

There are also icons that tell you information about what task your Rock Raider can perform. Position the mouse pointer over a Rock Raider and click. A green box will appear around him to show that he is selected. If you move your mouse pointer over rock or land icons will appear to show you what tasks your Rock Raider can do. NOTE: When you select a Rock Raider he will stop whatever task he was doing until you give him a new task or you select a different object.

NOTE: When you select a Rock Raider the Action Toolbar in the top right hand corner of the screen will change to show other secondary tasks that your Rock Raider can perform. To learn more about the Rock Raider Action Toolbar look at x, on page x.



(A) This icon will appear when the mouse pointer is over an area of land. When you click the mouse button and this icon is showing your Rock Raider will walk to wherever you clicked. NOTE: If your Rock Raider cannot reach the destination that you gave him, he will resume the task that he was performing before he was selected.

(B) This icon will appear when the mouse pointer is over any rock that can be drilled. When you click the mouse button and this icon is showing your Rock Raider will go and drill the rock that you clicked on. NOTE: If your Rock Raider cannot reach the rock that you wanted him to drill, he will resume the task that he was performing before he was selected.

(C) PICK UP ICON ??? – [PLEASE DEFINE HOW THIS WORKS...]

(D) This icon will appear when the mouse pointer is over any area of rubble. When you click the mouse button your Rock Raider will go and clear rubble from the floor where you clicked.

MOUSE POINTER ICONS – INFORMATION ICONS

There are three other mouse pointer icons that you need to know about.



(A) INSERT definition of (A)

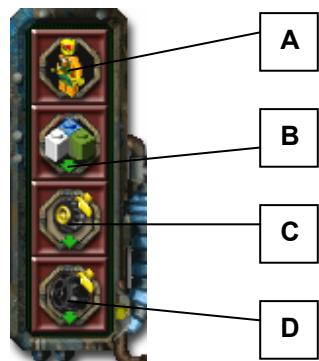
(B) INSERT definition of (B)

(C) INSERT definition of (C)

TOOLBARS - ACTION

The action toolbar is positioned in the top right of the screen. From this toolbar you are able to control almost all of your Rock Raiders actions including transporting your Rock Raiders and their vehicles, drilling and reinforcing the rock, clearing the rubble and building your Rock Raider HQ.

NOTE: If an action is unavailable the icon will appear as a grayed image instead of in colour.



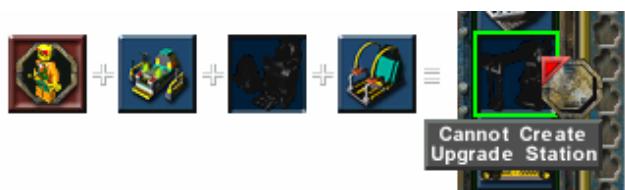
(A) TELEPORT ROCK RAIDER. Click on this icon to teleport a Rock Raider down to the underground! This action will only be available when you have a Tool Store or a Teleport Pad. NOTE: for more information on the Tool Store or the Teleport Pad look at the section called UNIT OVERVIEW on page, x.

(B) THE BUILDINGS MENU. Click on this icon to access the buildings sub-menu. This menu enables you to select the different buildings that you want to build as part of your Rock Raider HQ. NOTE: To learn more about how to place buildings look at x on page x.

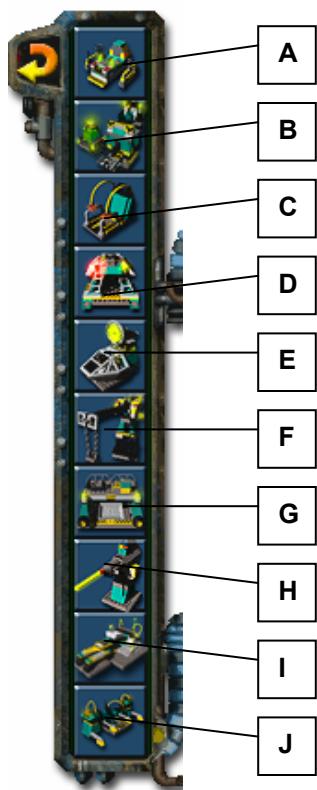
(C) THE SMALL VEHICLE MENU. Click on this icon to access the small vehicle sub-menu. This menu enables you to select the different vehicles that you want to use as part of your mining and exploration. NOTE: To learn more about small vehicles look at x on page x.

(D) THE LARGE VEHICLE MENU. Click on this icon to access the large vehicle sub-menu. This menu enables you to select the different large vehicles that you want to use as part of your mining and exploration. NOTE: To learn more about large vehicles look at x on page x.

TIP: If you position your mouse pointer over an icon on a menu, a rollout will appear that shows what you need to build before you can get that unit. In this example, the player cannot build an Upgrade Station until they have built the Energy Crystal Refinery.



THE BUILDING TOOLBAR



- (A) THE TOOL STORE. To build a Tool Store click on this icon. You will see a rectangular box appear on the screen. This represents the dimensions of the Tool Store so you will know how much floor space will be taken by this building. NOTE: To learn more about what the Tool Store does look at x on page, x. NOTE: To learn more about building your base look at x on page, x.
- (B) THE ENERGY CRYSTAL REFINERY. To build an Energy Crystal Refinery click on this icon. You will see a rectangular box appear on the screen. This represents the dimensions of The Energy Crystal Refinery so you will know how much floor space will be taken by this building. NOTE: To learn more about what the Tool Store does look at x on page, x.
- (C) THE MOBILE TELEPORT PAD. To build a Mobile Teleport Pad click on this icon. You will see a rectangular box appear on the screen. This represents the dimensions of The Mobile Teleport Pad so you will know how much floor space will be taken by this building. NOTE: To learn more about what The Mobile Teleport Pad does look at x on page, x.
- (D) THE SUPPORT STATION. To build a Support Station click on this icon. You will see a rectangular box appear on the screen. This represents the dimensions of The Support Station so you will know how much floor space will be taken by this building. NOTE: To learn more about what The Support Station does look at x on page, x.
- (E) THE GEOLOGICAL CENTRE. To build a Geological Centre click on this icon. You will see a rectangular box appear on the screen. This represents the dimensions of The Geological Centre so you will know how much floor space will be taken by this building. NOTE: To learn more about what The Geological Centre does look at x on page, x.
- (F) THE UPGRADE STATION. To build an Upgrade Station click on this icon. You will see a rectangular box appear on the screen. This represents the dimensions of The Upgrade Station so you will know how much floor space will be taken by this building. NOTE: To learn more about what The Upgrade Station does look at x on page, x.
- (G) THE DOCK. To build The Dock click on this icon. You will see a rectangular box appear on the screen. This represents the dimensions of The Dock so you will know how much floor space will be taken by this building. NOTE: To learn more about what The Dock does look at x on page, x.
- (H) THE MINING LASER. To build The Mining Laser click on this icon. You will see a rectangular box appear on the screen. This represents the dimensions of The Mining Laser so you will know how much floor space will be taken by this building. NOTE: To learn more about what The Mining Laser does look at x on page, x.

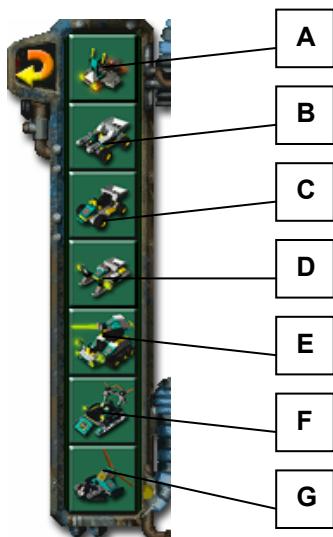
(I) THE ORE REFINERY. To build The Ore Refinery click on this icon. You will see a rectangular box appear on the screen. This represents the dimensions of The Ore Refinery so you will know how much floor space will be taken by this building. NOTE: To learn more about what The Ore Refinery does look at x on page, x.

(J) THE SUPER TELEPORTER. To build The Super Teleporter click on this icon. You will see a rectangular box appear on the screen. This represents the dimensions of The Super Teleporter so you will know how much floor space will be taken by this building. NOTE: To learn more about what The Super Teleporter does look at x on page, x.

NOTE: To exit a toolbar and return to the game click on the orange arrow in the top left corner.



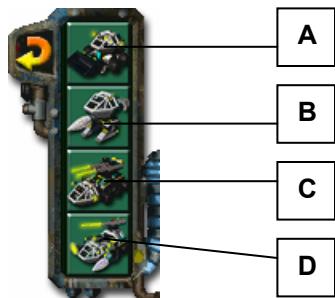
THE SMALL VEHICLE TOOLBAR



(A) THE HOVER BOARD. Click on this icon to transport a Hover Board down to the underground. This action will only be available when you have built a Teleport Pad and a Support Station. You will also need a Rock Raider to fly the vehicle. NOTE: for more information on the Hover Board, Teleport Pad or the Support Station, look at the section called UNIT OVERVIEW on page, x.

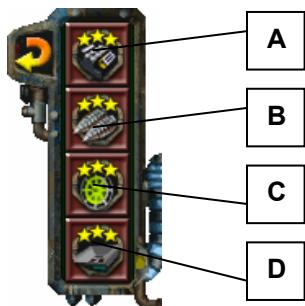
- (B) THE SMALL DIGGER. Click on this icon to transport a Small Digger down to the underground. This action will only be available when you have built a Teleport Pad and a Support Station. You will also need a Rock Raider to drive the vehicle. NOTE: for more information on the Small Digger, Teleport Pad or the Support Station, look at the section called UNIT OVERVIEW on page, x.
- (C) THE SMALL TRANSPORT TRUCK. Click on this icon to transport a Small Transport Truck down to the underground. This action will only be available when you have built a Teleport Pad and a Support Station. You will also need a Rock Raider to drive the vehicle. NOTE: for more information on the Small Transport Truck, Teleport Pad or the Support Station, look at the section called UNIT OVERVIEW on page, x.
- (D) THE RAPID RIDER. Click on this icon to transport a Rapid Rider down to the underground. This action will only be available when you have built a Teleport Pad, a Support Station and a Dock. You will also need a Rock Raider to pilot the vehicle. NOTE: for more information on the Rapid Rider, Teleport Pad, Support Station or the Dock, look at the section called UNIT OVERVIEW on page, x.
- (E) THE SMALL MOBILE LASER CUTTER. Click on this icon to transport a Small Mobile Laser Cutter down to the underground. This action will only be available when you have built a Teleport Pad and a Support Station. You will also need a Rock Raider to drive the vehicle. NOTE: for more information on the Small Mobile Laser Cutter, Teleport Pad or the Support Station, look at the section called UNIT OVERVIEW on page, x.
- (F) THE CARGO CARRIER. Click on this icon to transport a Cargo Carrier down to the underground. This action will only be available when you have built a Super Teleport Pad, a Support Station and a Dock. You will also need a Rock Raider to pilot the vehicle. NOTE: for more information on the Cargo Carrier, Super Teleport Pad, Support Station or the Dock, look at the section called UNIT OVERVIEW on page, x.
- (G) THE TUNNEL SCOUT. Click on this icon to transport a Tunnel Scout down to the underground. This action will only be available when you have built a Teleport Pad and a Support Station. You will also need to have a Rock Raider to fly the vehicle. NOTE: for more information on the Tunnel Scout, Teleport Pad or the Support Station, look at the section called UNIT OVERVIEW on page, x.

THE LARGE VEHICLE MENU



- (A) THE LOADER-DOZER. Click on this icon to transport a Loader-Dozer down to the underground. This action will only be available when you have built a Super Teleport Pad, Support Station and a Small Transport Truck. You will also need a Rock Raider to drive the vehicle. NOTE: for more information on the Loader-Dozer, Super Teleport Pad or the Support Station, look at the section called UNIT OVERVIEW on page, x.
- (B) THE GRANITE GRINDER. Click on this icon to transport a Granite Grinder down to the underground. This action will only be available when you have built a Super Teleport Pad, Support Station and a Small Digger. You will also need a Rock Raider to drive the vehicle. NOTE: for more information on the Granite Grinder, Super Teleport Pad or the Support Station, look at the section called UNIT OVERVIEW on page, x.
- (C) THE MOBILE LASER CUTTER. Click on this icon to transport a Mobile Laser Cutter down to the underground. This action will only be available when you have built a Super Teleport Pad, Support Station and a Small Mobile Laser Cutter. You will also need a Rock Raider to drive the vehicle. NOTE: for more information on the Mobile Laser Cutter, Super Teleport Pad or the Support Station, look at the section called UNIT OVERVIEW on page, x.
- (D) THE CHROME CRUSHER. Click on this icon to transport a Chrome Crusher down to the underground. This action will only be available when you have built a Super Teleport Pad, Support Station and a Granite Grinder. You will also need a Rock Raider to drive the vehicle. NOTE: for more information on the Chrome Crusher, Super Teleport Pad or the Support Station, look at the section called UNIT OVERVIEW on page, x.

VEHICLE UPGRADE MENU



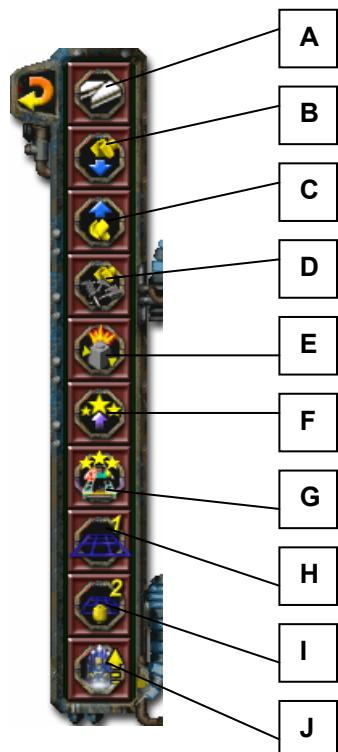
(A) Define

(B) Define

(C) Define

(D) Define

ROCK RAIDER ACTIONS MENU

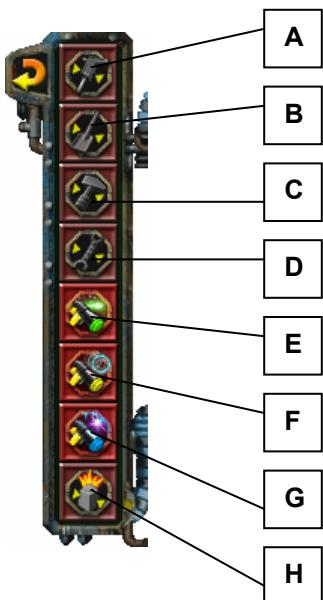


- (A) GO TO THE CANTEEN (Support Station). Click this icon to send your Rock Raider to the Support Station to get some food. Your Rock Raiders can get very hungry while they are hard at work in the underground caverns. When they start to get hungry they will slow down and their tasks will take longer. If you want them to be performing at full speed you must keep up their energy. Do this by sending them to the Support Station. NOTE: To learn more about how much energy a Rock Raider has, look at x on page x.
- (B) DROP ITEM. Click this icon to make a Rock Raider drop whatever they are carrying. If your Rock Raider has collected an Energy Crystal or some LEGO Ore and you want them to perform a different task you can force them to drop what they are carrying by selecting them and then clicking on this icon.
- (C) PICK UP ITEM. Click this icon to make a Rock Raider pick up an object. If you want one of your Rock Raiders to collect an Energy Crystal or some LEGO Ore you can make them do it by selecting them, then clicking on the item that you want them to collect and then clicking this icon.
- (D) ROCK RAIDER TOOL MENU. Click this icon to access the Rock Raiders Tool Sub-Menu. This menu enables you to select the different Tools that you want to equip your Rock Raider with for mining and exploration. NOTE: To learn more about the Rock Raider Tool Menu look at x on page x.
- (E) DROP SONIC BLAST. Click this icon to make a Rock Raider place a Sonic Blast. A Sonic Blast is used to ward off [not certain what – please insert!]
- (F) UPGRADE UNIT. Click this icon to upgrade a Rock Raider, an upgraded Rock Raider is able to carry more tools. [not certain what this does exactly – please expand!]. You can upgrade a Rock Raider by selecting them and then clicking on this icon.
- (G) ROCK RAIDER TRAINING MENU. Click this icon to access the Rock Raiders Training Sub-Menu. This menu enables you to train your Rock Raiders with different skills. You cannot train a Rock Raider unless you have built a Support Station. NOTE: To learn more about the Rock Raider Training Menu look at x on page x.
- (H) CHANGE GAME VIEW 1. Click this icon to change the way you see the Rock Raiders game. If you want to see the game as if you were looking through the eyes of a Rock Raider change the game view by clicking this icon. NOTE: A new sub-menu will appear to replace the Rock Raiders Action Menu. To learn more about changing the game view look at THE GAME VIEW SUB MENU on page x.
- (I) CHANGE GAME VIEW 2. Click this icon to change the way you see the Rock Raiders game. If you want to see the game as if you were looking over the

shoulders of a Rock Raider change the game view by clicking this icon.
NOTE: A new sub-menu will appear to replace the Rock Raiders Action Menu. To learn more about changing the game view look at THE GAME VIEW SUB MENU on page x.

- (J) TELEPORT ROCK RAIDER. Click this icon to teleport a Rock Raider back to the LMS – Explorer. If one of your Rock Raiders is in danger click this icon to teleport them to safety. TIP: This will happen automatically if a Rock Raiders energy shield becomes critically low.

ROCK RAIDER TOOL MENU



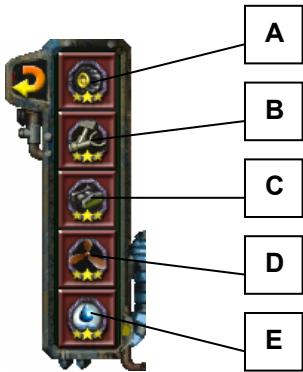
(A) GET DRILL. Click this icon to make a Rock Raider collect a Drill from the Tool Store. The Drill is used by a Rock Raider to excavate rock. It can drill against loose, soft and medium rock surface types. When a Rock Raider first joins your team underground he will have a drill already, but later in the game he may need to collect it again. Select a Rock Raider and click the Rock Raider Tool Icon, then click on the Drill Icon. NOTE: You must have a Tool Store built in order for a Rock Raider to be able to collect any of these tools.

(B) GET SHOVEL. Click this icon to make a Rock Raider collect a Shovel from the Tool Store. The shovel is used by a Rock Raider to clear excavated rock from cavern floors. Select a Rock Raider and click on the Rock Raider Tool Icon, then click the on Shovel Icon. NOTE: You must have a Tool Store built in order for a Rock Raider to be able to collect any of these tools.

- (C) GET HAMMER. Click this icon to make a Rock Raider collect a Hammer from the Tool Store. The Hammer is used by a Rock Raider to reinforce tunnel walls. Select a Rock Raider and click on the Rock Raider Tool Icon, then click the on Hammer Icon. NOTE: You must have a Tool Store built in order for a Rock Raider to be able to collect any of these tools.
- (D) GET SPANNER. Click this icon to make a Rock Raider collect a Spanner from the Tool Store. The Spanner is used by a Rock Raider to repair damaged buildings and vehicles. Select a Rock Raider and click on the Rock Raider Tool Icon, then click the on Spanner Icon. Only a Rock Raider who is trained as an engineer can repair buildings. NOTE: You must have a Tool Store built in order for a Rock Raider to be able to collect any of these tools. To learn more about training your Rock Raiders as engineers, look at the ROCK RAIDER TRAINING MENU on page, x.
- (E) GET LASER BEAM. Click this icon to make a Rock Raider collect a Laser Beam from the Tool Store. The Laser Beam is used by a Rock Raider as a defensive x [Need to phrase this in non-violent grammar!] When the Alarm is raised any Rock Raider who is carrying the Laser Beam will defend the Rock Raider HQ. Select a Rock Raider and click on the Rock Raider Tool Icon, then click the on Laser Beam Icon. NOTE: You must have a Tool Store built in order for a Rock Raider to be able to collect any of these tools. To learn more about the Alarm, look at RAISING THE ALARM on page, x.
- (F) GET BEAM PUSHER BEAM. Click this icon to make a Rock Raider collect a Pusher Beam from the Tool Store. The Pusher Beam is used by a Rock Raider as a defensive x [Need to phrase this in non-violent grammar!] When the Alarm is raised any Rock Raider who is carrying the Pusher Beam will defend the Rock Raider HQ. Select a Rock Raider and click on the Rock Raider Tool Icon, then click the on Pusher Beam Icon. NOTE: You must have a Tool Store built in order for a Rock Raider to be able to collect any of these tools. To learn more about the Alarm, look at RAISING THE ALARM on page, x.
- (G) GET FREEZER BEAM. Click this icon to make a Rock Raider collect a Freezer Beam from the Tool Store. The Freezer Beam is used by a Rock Raider as a defensive x [Need to phrase this in non-violent grammar!] When the Alarm is raised any Rock Raider who is carrying the Freezer Beam will defend the Rock Raider HQ. Select a Rock Raider and click on the Rock Raider Tool Icon, then click the on Freezer Beam Icon. NOTE: You must have a Tool Store built in order for a Rock Raider to be able to collect any of these tools. To learn more about the Alarm, look at RAISING THE ALARM on page, x.
- (H) GET SONIC BLASTER. Click this icon to make a Rock Raider collect a Sonic Blaster from the Tool Store. The Sonic Blaster is used by a Rock Raider as a

defensive x [Need to phrase this in non-violent grammar!] Select a Rock Raider and click on the Rock Raider Tool Icon, then click the on the Sonic Blaster Icon. NOTE: You must have a Tool Store built in order for a Rock Raider to be able to collect any of these tools.

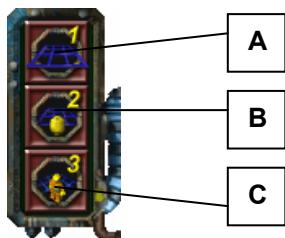
ROCK RAIDER TRAINING MENU



- (A) TRAIN AS DRIVER. Click this icon to train a Rock Raider as a Driver. Once a Rock Raider has trained as a driver they will be able to drive any vehicle requiring a driver. Select a Rock Raider and click on the Rock Raider Training Icon, then click on the Driver Icon. NOTE: You must have a Support Station built in order for a Rock Raider to be able to train in this skill.
- (B) TRAIN AS ENGINEER. Click this icon to train a Rock Raider as an Engineer. Once a Rock Raider has trained as an engineer they will be able to use Dynamite and repair buildings and vehicles. Select a Rock Raider and click on the Rock Raider Training Icon, then click on the Engineer Icon. NOTE: You must have a Support Station built in order for a Rock Raider to be able to train in this skill.
- (C) TRAIN AS GEOLOGIST. Click this icon to train a Rock Raider as a Geologist. Once a Rock Raider has trained as a geologist they will be able to use the radar and scanner more effectively. Select a Rock Raider and click on the Rock Raider Training Icon, then click on the Geologist Icon. NOTE: You must have a Geology Centre built in order for a Rock Raider to be able to train in this skill.
- (D) TRAIN AS PILOT. Click this icon to train a Rock Raider as a Pilot. Once a Rock Raider has trained in this skill they will be able to pilot any flying vehicle. Select a Rock Raider and click on the Rock Raider Training Icon, then click on the Pilot Icon. NOTE: You must have a Support Station built in order for a Rock Raider to be able to train in this skill.

(E) TRAIN AS SAILOR. Click this icon to train a Rock Raider as a Sailor. Once a Rock Raider has trained as a sailor they will be able to sail any water vehicle. Select a Rock Raider and click on the Rock Raider Training Icon, then click on the Driver Icon. NOTE: You must have a Dock built in order for a Rock Raider to be able to train in this skill.

THE GAME VIEW SUB MENU

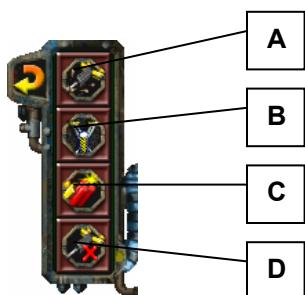


- (A) GAME VIEW ONE. Click this icon to switch to game view number one.
- (B) GAME VIEW TWO. Click this icon to switch to game view number two.
- (C) GAME VIEW THREE. Click this icon to switch to game view number three.

OTHER MENUS

There are two other menus that are available by clicking directly on the rocks or the floor of caves and caverns.

DRILLING MENU



- (A) DRILL WALL
- (B) REINFORCE WALL
- (C) USE DYNAMITE
- (D) CANCEL DRILL WALL

BUILDING PATHS AND FENCES



(A) BUILD PATH.

(B) BUILD FENCE.

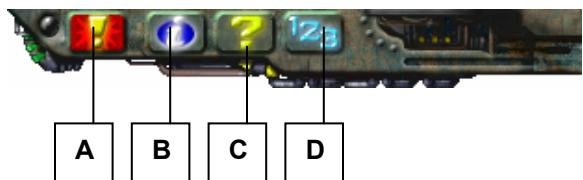
WHAT ACTION IS YOUR ROCK RAIDER DOING?

When your Rock Raiders begin new tasks you can tell exactly what action they are doing by looking at the different thought bubbles that appears above their heads.



[PLEASE DEFINE ALL THOUGHT BUBBLES]

THE INFORMATION BAR



(A)

(B)

(C)

(D)

THE MESSAGE PANAL

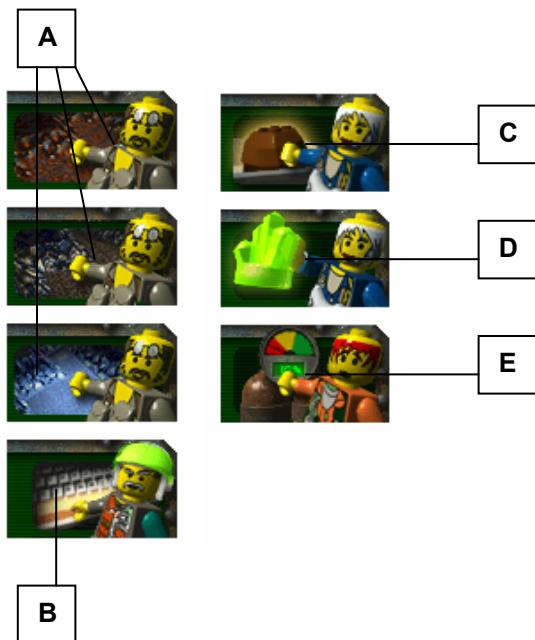


(A) TEXT WINDOW.

(B) OXYGEN METER.

(C) MESSAGE ICON.

MESSAGE TYPES



(A) LANDSLIDE WARNING

(B) PRESS SPACE TO CONTINUE

(C) ORE HAS BEEN FOUND

(D) ENERGY CRYSTAL HAS BEEN FOUND

(D) OXYGEN IS RUNNING OUT

DROP DOWN MESSAGES

[INSERT IMAGES OF DROP DOWN MESSAGES]

UNIT OVERVIEW

[INSERT IMAGES OF ALL UNITS]

CREATURES AND FOE

[INSERT IMAGES OF CREATURES AND FOE]

TRAINING MISSIONS OVERVIEW

Trouble Shooting

Support

Credits

Rock Raiders Glossary

CAVE (insert definition)

CAVERN (insert definition)

STRATA (insert definition)